



MLB⁰⁸ THE SHOWTM



For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

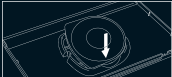
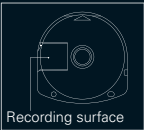
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

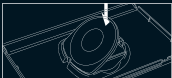
Use and handling of UMD™

- This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzene, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

MLB® 08 The Show™ Tips and Hints

Game Hint Guide Information PlayStation Underground Game Guides

For free hints and tips visit us at www.us.playstation.com. Sign up and become a member of the PlayStation Underground and access free hints, tips, and cool moves for games produced by Sony Computer Entertainment America.

No hints will be given on our Consumer Service/Technical Support Line.

Consumer Service/Technical Support Line 1-800-345-7669

Call this number for technical support, installation or general questions regarding PSP® and its peripherals. Representatives are available Monday – Saturday 6AM – 8PM and Sunday 7AM – 6:30PM Pacific Standard Time.



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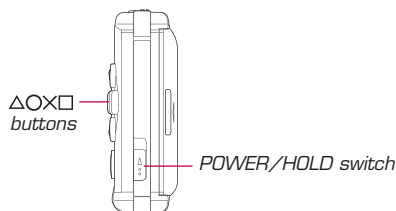
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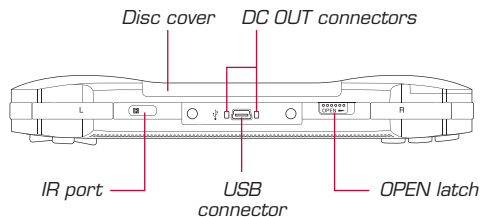


GETTING STARTED

Right side view



Front view



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT the **MLB® 08 The Show™** disc with the label facing the system rear; slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD™ icon. A thumbnail for the software is displayed. Select the thumbnail and press **×** of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

Note: Do not eject a UMD while it is playing.

MEMORY STICK DUO™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo™ or Memory Stick PRO Duo™ into the Memory Stick Duo™ slot of your PSP®. You can load saved game data from the same memory stick, or any Memory Stick Duo™ containing previously saved games. **Note:** A Memory Stick Duo™ or Memory Stick PRO Duo™ with at least 1072 KB of free space is required for a "Save Game" file.

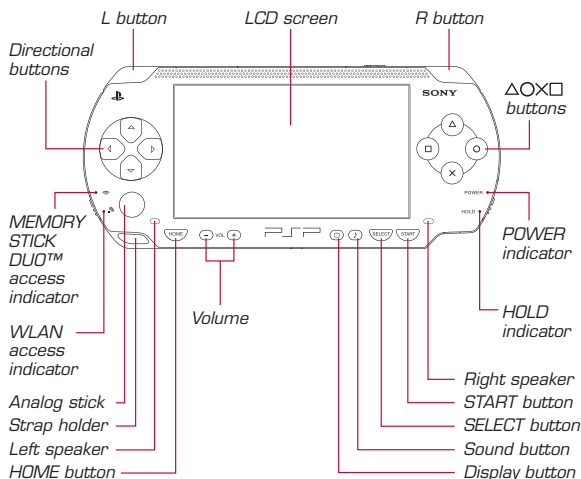
Saving Profiles and Settings

MLB® 08 has a new in-game save feature, allowing you to save at any point from the pause menu. To begin playing from the inning you left off, select the Load Game In Progress option in the Main Menu.



STARTING UP

PSP® (PlayStation®Portable) system configuration



WIRELESS (WLAN) FEATURES

Software titles that support Wi-Fi functionality allow you to communicate with other PSP® systems, download data and compete against other players via connection to a wireless local area network (WLAN). You can adjust the network settings to allow connection to a wireless local area network (WLAN). There are two WLAN modes: Ad Hoc and Infrastructure mode. **Note:** *MLB® 08 The Show™* supports Ad Hoc and Infrastructure Modes. Please see the Online section of this manual for further details.

MLB® 08 The Show™ is only playable online via the Infrastructure mode for the PSP® system. In order to get online, it is a requirement that you connect your PSP® system online via a wireless access point or wireless router that is 802.11b compatible. For more information on your wireless router's 802.11b compatibility, check with the manufacturer of the router. Player responsible for Wi-Fi fees.

Infrastructure Mode

Infrastructure mode is a Wi-Fi feature that allows the PSP® system to link to a network via a WLAN access point (a device used to connect to a wireless network). In order to access Infrastructure mode features, several additional items are required, including a subscription to an Internet service provider, a network device, a WLAN access point and PC. For further information and setting up details, please refer to the PSP® system's Instructional Manual. **Note:** A WLAN access point is a device used to connect to a wireless network. SSID and WEP keys are types of wireless networks.

Ad hoc Mode

Ad hoc mode is a wireless feature that allows two or more individual PSP® systems to communicate directly with each other.



CONTROLS

Pitching



The more a player works on a pitch type, the better it becomes. Consequently, the more a player neglects a pitch type, the harder it is to work the strike zone.

- Pitch Type 1 X
- Pitch Type 2 O
- Pitch Type 3 Δ
- Pitch Type 4 □
- Pitch Out L + X
- Intentional Walk L + O
- Pitcher/Batter Status Window SELECT

Note: Catchers will call for specific pitches based on the pitcher's strengths and weaknesses. It's up to you to trust the catcher or shake him off.

Pitching After Set (after pitch selection)

- Pickoff to 1st base O
- Pickoff to 2nd base Δ
- Pickoff to 3rd base □
- Pitch X
- Position ball in strike zone analog stick
- Step off Rubber R

Batting



Swing Direction in zone. analog stick

Swing X

Power Swing □
(in all modes except Rookie)

Check Swing X
(press and release)

Sacrifice Bunt (press early) O

Drag Bunt (press late) O

Pitch History R

Guess pitch type 1 R + X

Guess pitch type 2 R + O

Guess pitch type 3 R + Δ

Guess pitch type 4 R + □

Guess pitch location R + analog stick

Before the Pitch

Influence hit ball Ground analog stick ↓ + Δ

Influence hit ball Up analog stick ↑ + Δ

Influence bunt to 1st analog stick → + Δ

Influence bunt to 3rd analog stick ← + Δ

Pitch/Batter Status Window SELECT

Baserunning

Note: In the table below, the term "base icon" refers to the

○ (1st base), △ (2nd base), □ (3rd base), × (Home) buttons on your controller.



New – Before the Pitch

Target Baserunner	analog stick
Steal All	hold L
Steal Individual	L + analog stick
Lead Off All	tap L
Lead Off Individual	tap L + analog stick
Lead Back All	tap R
Lead Back Individual	analog stick + R

Classic – Before the Pitch

All runners steal (auto steal)	L
Steal individual base	L + base icon (2nd, 3rd, or Home)
Lead off all runners	directional button ←
Return all runners	directional button →
Lead off individual runner	directional button ← + base icon
Return individual runner	directional button → + base icon

New – After the Pitch

Advance all runners	L
Return all runners	R
Target a runner	analog stick
Advance individual runner	analog stick + base icon
Return individual runner	analog stick + base icon
Stop runner	R + L

Classic – After the Pitch

Advance all	L
Advance individual	directional button + base icon
Return all	R
Return individual	directional button + base icon
Stop runner	R + L

Classic Baserunning (advance multiple bases)

First to second	↑ on d-pad + ○ button
First to third	← on d-pad + ○ button
First to home	↓ on d-pad + ○ button
Second to third	← on d-pad + △ button
Second to home	↓ on d-pad + △ button
Third to home	↓ on d-pad + □ button

Baserunning (Road to the Show-Specific)

Before the Pitch

Step Off	R tap
Steal	R hold
Step Back/Dive Back	L
(if throw is coming)	

After the Pitch

Advance	R
Retreat	L
Stop	R + L

MAIN MENU

Fielding



Defensive Fielder without Ball

Player movement directional buttons
or analog stick

Switch to closest player **L**

Jump or Dive **R**

Defensive Fielder with Ball

Player movement directional buttons
or analog stick

Throw to 1st base **○**

Throw to 2nd base **△**

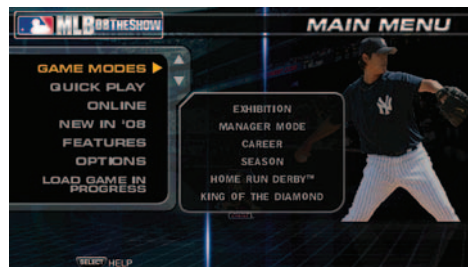
Throw to 3rd base **□**

Throw to Home **×**

Throw to cutoff man **L**

Dive with ball **R**

Note: Press **START** at any time during the game to pause and bring up the Pause Menu.



Once the game loads up, you are able to select from the following choices:

Game Modes

Choose from Exhibition, Manager Mode, Career, Season, Home Run Derby, and King of the Diamond.

Quick Play

A quick game between two teams. The default is the 2007 World Series Matchup (Colorado Rockies vs. Boston Red Sox), but you can change teams just like an Exhibition game.

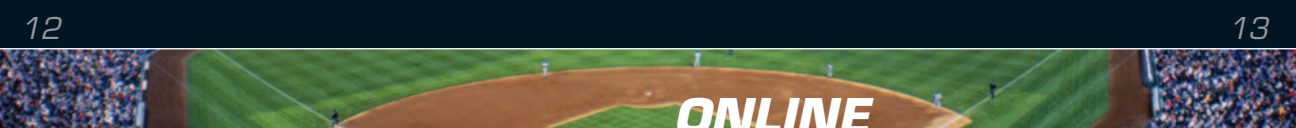
Online

Head out to compete against players from around the world.

NEW IN '08

Road To the Show 2.0

The popular Road To the Show feature has been expanded, with an improved Goal Result System that provides awards and penalties based on your performance. In addition, an Advancement system has been added, creating a goal-based road map on your journey to the Hall of Fame.



ONLINE

In-Game Saves

Don't you hate walking away from a game that you can't finish? In *MLB® 08*, you can save your current game during any point and load it back up at the moment you left.

Rob Home Run Indicator

For fly balls hit deep or in the stands in foul territory, you can attempt to rob the hitter by using *MLB® 08*'s new Rob Home Run Indicator. The indicator is a timing mechanism, and if you can jump as the final circle disappears, you can rob the hitter and end up on the highlight reel.

Progressive Batting Performance

A new feature in all season-based modes, the Progressive Batting Performance tracks each hitter's performance and rewards or penalizes the hitter based on how well they're playing against their natural ability.

My MLB® Music

With the new My *MLB®* Music feature, you can select your own music for the in-game jukebox rotation. The My *MLB®* Music feature will display all songs that are available on your Memory Stick Duo™ and you can organize them into the ultimate *MLB®* mix.

Features

Create Player, Profiles, view game tips, move players to other teams, adjust rosters, and edit players.

Options

Adjust Gameplay, Audio, My Sliders, Jukebox, and view Credits.

Load Game In Progress

Continue a previously saved game in progress.

MLB® 08 The Show™ Online enables you to play games with other users online and so much more. There are a number of menu options from which to choose, including Play Ball, Leagues, *MLB®* Community, and *MLB.com* Headline News. To connect online, select **ONLINE** from the Main Menu and press **X**.

CREATING A NETWORK CONNECTION

Note: If you have already created a valid network connection using the PSP® system software, skip this part and review the remaining sections.

Before you can play *MLB® 08 The Show™* online, you must have created a valid network connection. To create a network connection, use the Network Settings application in the PSP® system software menu under Settings.

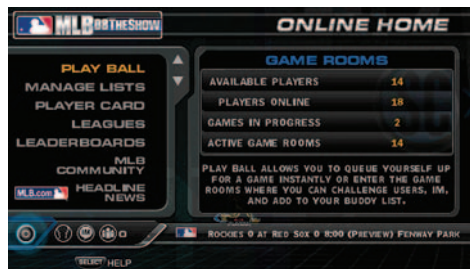
CREATE AN ACCOUNT

To play *MLB® 08 The Show™* online, you will need to create an account, and then choose a unique screen name and password. You can save up to six accounts, including password with the *MLB®* Account Manager. You will be given the option to fill out your Online Profile Form. The Profile Form allows you to enter important personal information and general player information.

Note: You must agree to the terms of the User Agreement to connect to *MLB® 08 The Show™* online. Player is responsible for Wi-Fi fees.

In the Online Home, you can navigate your way to any of the online menu options. Jump into a game right away with the new Play Now feature, which matches you up to a ranked game with the next available opponent. Press **X** on Play Ball and you can choose between Play Now and entering a Game Room. Also in Online Home you can post messages on the message boards, send mail, join or create Leagues, view and edit your Player Card, and much more.

GAME ROOMS



Game challenges take place here. You can search for perfect match-ups or challenge other online players for a ranked or unranked game. You can also view all the players online within your selected Game Room.

Selecting a Game Room

To join a Game Room, press **X** to enter the Game Room list screen where you can choose from multiple rooms. Your rankings will determine which room you can enter.

Game Rooms vary from Rookie and Veteran to All-Star and more—essentially giving gamers with any skill level a place to play. Highlight the Game Room and press **X** to enter. You can challenge an opponent to either an Exhibition or league game. You can also IM a player or add a player to your buddy list. At any time you can check on the game status of players that are already in a game online in that game room.

The Chat Area/Selecting a Game

Available players are listed in the player list of the game room. You can scroll through the player list and see if anyone online is available for a game by checking the icon status. A baseball means they are in game, a glove means they are available for a game, instant message or to chat with. While looking for a game, you can read

all the real-time chatting between potential opponents in the Chat Area.

Join in the trash talking or search for valuable information about your opponents. Anyone online in the same Game Room can view your chat messages and participate in the dialog. To post a chat, from the chat screen, highlight the bottom chat bar or use the virtual keyboard provided. Type in a message and enter it. Your message will be displayed in the chat window.

To select an opponent for a game, highlight a name from the list of players in the Game Room and press **X**. A Player List pop up will appear giving you game options to select. You can set the game options, view your opponent's Online Player Card, and challenge him/her to a game.

Quitting Games

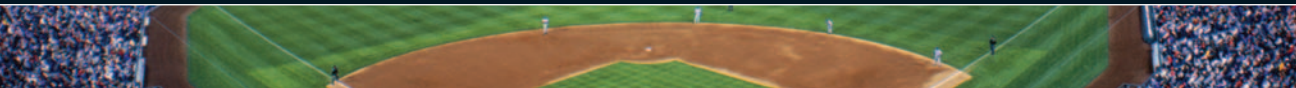
After accepting challenges or joining games, you must finish the entire contest or else you will lose points from your overall ranking and statistics.

Online Player Card

The Online Player Card allows you to see your Profile, Statistics, and Personal Information. When available, you can see other online user's Player Card to view their Profile and Statistics. It is a great way to see how you are doing online or to view potential league or exhibition opponents.

Leaderboards

Leaderboards show in real time your ranking among all **MLB® 08 The Show™** players. Each ranking is listed by point total and provide details of player statistics. See up to 50 statistical values in Lifetime, Weekly, Monthly, and Team Leaderboards.



30-Team Leagues

Online leagues allow you to create or join new leagues and play a set number of series. There will be full stat tracking and points will be awarded for playing Online Leagues. Online users will compete in leagues to ultimately win their division, go to the playoffs and become League Champion. You can create a league and become League Commissioner to run your league how you see fit. As a Commissioner you can create a league with up to 30 teams and select the settings that you wish to have. Online leagues are a great way to find new opponents to challenge your skills.

My Sliders

Create the ideal game settings offline, and then upload them to the **MLB® 08 The Show™** server for others to view, download try out on their own time offline. They can then go back online and rate the game setting. This gives each user an opportunity to tune the game they way they like it and share with other online users.

MLB® Live Rosters

You will be able to download Live Roster updates for regular and online play. Live rosters represent the current rosters of MLB® teams including all player moves, injuries, and attribute updates. When you go online, the latest Live Roster will automatically be downloaded and you can choose to save them on to your Memory Stick Duo. To play online, you must have the latest Live Roster update. You will then be prompted to save the roster.

Message Boards

Message Boards provide a place for players to discuss all-things baseball and any other topic of interest.

Mail

The Mailbox enables you to send private mail messages to any online player as long as you have their user name(s). Sending mail is a perfect way to contact your friends about game start times or to just talk baseball.

News2Go Offline Reader

Get the latest news around the league directly from the source: MLB.com. View 620 team and league articles in 31 feeds that are updated hourly. You can save the articles of your choice to your memory device and read news offline at your leisure.

Enhanced MLB® Sportscast

View all Major League Baseball games live. You can see the score, position of base runners, balls, strikes, outs, and more all in real-time. By highlighting any game on the Icon Ticker you can get up to date scores and see the status of the game in actual real-time.

Edit Profile Form

At any time you can edit your profile form with new personal information or change your notification settings.



GAME MODES

EXHIBITION MODE



When selecting teams for the game, you are able to select from this year's MLB® teams, as well as bonus teams including the All-Star team. Beneath the team symbol are rankings that break down the team's attributes. The team options include changing your game settings, selecting your starting pitcher, setting your batting order, choosing the stadium, and the time of day. Exhibition games are a one-game format and stats from these games cannot be saved to a Memory Stick Duo™ unless a user profile is loaded prior to the Exhibition Mode selection, or if you choose to save the game while in progress to finish at a later time.

MANAGER MODE

Manager Mode is like an Exhibition game, save for the fact that you do not directly control your players. Instead, you manage them by giving them basic commands. You can order your pitchers to play it safe or aggressive or to intentionally walk a batter. Your batters and runners can be told to bunt, avoid a pitch, or steal a base. As manager, you can also call for line-up changes, call the catcher to the mound, or assign pinch hitters.

CAREER MODE

In Road to the Show, you can play both offense and defense from your custom-created player's perspective. The game will automatically fast-forward to the next player sequence in which you need to take control, with occasional situational goals coming up from coaches and managers that need to be completed.

The goal for Road to the Show is to create a player and build a successful career earning post season and career awards. Ultimately you want to get your created player to the show, and eventually, inducted to the Hall of Fame. Throughout the career, you'll take your player through the ups and downs of the Majors and Minors; he'll go through situations not unlike real major leaguers including trades, free agency, contract issues, promotions, and demotions.

Create Player and Select Team

To begin a Career, you need to create a player and assign him to a team in hopes of getting a contract offer after Spring Training. From the Team Select screen, pay attention to the Competition chart. This helps you pick your spot to make your shot at the big leagues. If the parent club has a perennial All-Star at your position or a hot rookie waiting in the minors, you're going to need an outstanding spring season to make the team.

Spring Training

Earning a spot in the organization will depend on your prospect's performance in Spring Training games. You aren't the manager of the team, so you will not be playing every day. Make sure you take advantage of the opportunities that your player gets.

Career Home

From the Career Home sub menu, you can manage your player's career. From here, visit the Locker Room, view your advancement goals, train, interact with the manager in the clubhouse, and view your progressive batting performance chart. Take care on how you interact. Remember you are trying to make the big club; being a malcontent will not earn you any bonus points.

Advancement System

The career advancement system is a new addition to the Road to the Show mode. This system acts as a road map for your career progression. Your player will be evaluated, based on his skill set, to determine his role within the organization. Advancement goals are given for the sole purpose of improving your player's skill set to reach the next level. Failing these goals will only make your career progression that much more difficult.

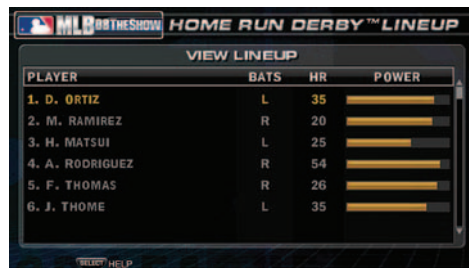
SEASON

In Season mode, you play an entire 14, 29, 82, or 162-game season with the same team. You qualify for the playoffs if you win your division or finish as the league wild-card team at the end of the season.

Once you select to play a game on the schedule, you can play the game, manage, or simulate it.

From the Season Menu, you can use the Around the League menu to view the league's standings, statistics, roundup, leaders, accolades, and the progressive batting performance charts. Manage your roster from the Player Management menu to edit your lineup, trade players, sign free agents, activate players, and more.

HOME RUN DERBY



PLAYER	BATS	HR	POWER
1. D. ORTIZ	L	35	
2. M. RAMIREZ	R	20	
3. H. MATSUI	L	25	
4. A. RODRIGUEZ	R	54	
5. F. THOMAS	R	26	
6. J. THOME	L	35	

A Home Run Derby can include up to 10 hitters from any team and can be held in any stadium throughout the league. You face an unlimited number of pitches with three, five, or ten outs per at bat. Anything other than a home run is considered an out.

Bracket Breakdown

7–10 players	3 total rounds of play
3–6 players	2 total rounds of play
2 players	1 round of play

KING OF THE DIAMOND

King of the Diamond is a fun mini-game where you try to rack up as many runs as you can. Unlike Home Run Derby that only scores runs on the long ball, you can hit singles, doubles, triples, and home runs—as well as fly outs, grounds outs, and double plays. Score more runs than your opponent in a user-selected number of innings. Ladder Mode is a multi-tiered competition that takes you through all four difficulty levels of gameplay while also facing tougher opponents as each level progresses. Quick Play is a single round competition against one opponent.

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We would like to thank each individual at Sony Computer Entertainment America for their contributions, support and dedication to the success of **MLB® 08 The Show™** with special recognition to the Executive Management team including:

Kaz Hirai
Jack Tretton
Peter Dille
Scott Steinberg
Phil Rosenberg
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Updating the PSP® system software

This UMD™ includes the latest update data for the PSP® system. If a screen prompting you to update the system software is displayed when you start the UMD™, you must perform an update to start the software title contained on the UMD™.

Performing the update

When you insert the UMD™, an icon (as shown on the right) is displayed under **[Game]** in the home menu. Select the icon, and then follow the on-screen instructions to perform the update.

Before starting the update:

- Fully charge the PSP® system battery.
- Connect the AC adaptor to the system and plug it into an electrical outlet.

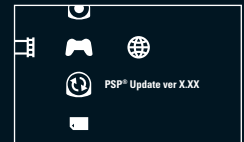
During an update:

- Do not remove the AC adaptor, turn off the system or remove the UMD™.

If an update is canceled before completion, the system software may become damaged, and the system may require servicing to repair or exchange.

Checking that the update was successful

After the update has been completed, select **[System Settings]** under **[Settings]** from the home menu, and then select **[System Information]**. If the System Software field displays the version number of the update, the update was successful.



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